

These Issues are Part of History

As WHITE WOLF Magazine continues to grow and develop, the back issues of the magazine will become more and more scarce. The older issues contain the same kind of high quality material that the new issues present. To help you pinpoint your favorite issues, the following list has been compiled. Issues which are out of stock are not listed.

WHITE WOLF Magazine #5

"The Messenger" character class, new magic items, "The Bane" presents new monsters for fantasy campaigns, plus regular columns.

WHITE WOLF Magazine #6

"Breezy Town" a fantasy adventure, "How to Attract Gamers" to help round out your gaming group, regular columns and current Art Director Richard Thomas' first cover.

WHITE WOLF Magazine #7

"Skills for Sale" for fantasy games, numerous reviews, and regular columns.

WHITE WOLF Magazine #9

(Robert E. Howard Issue), featuring: "The Moon of Skulls" part 1, "Gads of Golems" for fantasy campaigns, "The Useless Mechs" for Battletech, "The Sylvan Gate" a fantasy adventure, "Gaming on Jorune."

WHITE WOLF Magazine #10

(SF & PBM Issue), "Buy Jupiter" by Isaac Asimov, "The Moon of Skulls" part 2, "Building a Better Mech" for Battletech, "Grislick Mountain" a fantasy adventure, "Nutz & Voltz" a complete SF RPG, and "Segment Jorune."

WHITE WOLF Magazine #11

(Fantasy Issue), "A Worm's Price" a fantasy adventure in an Oriental setting, "Peril at Stopover" for Warhammer Fantasy Roleplay, the conclusion of "The Moon of Skulls" by Robert E. Howard, "Segment Jorune," "The Order of Hermes" for Ars Magica, plus several new magic spells.

WHITE WOLF Magazine #12

(Halloween Issue), "The Knocking Box" for Call of Cthulhu, "Burglary" a fantasy adventure, "Segment Jorune," "Tayl of the Black Unicorn" an excellent fantasy short story, and more.

WHITE WOLF Magazine #13

(Review Issue), "The City of Westgate" for fantasy campaigns, "The Limits of Magic" for Ars Magica, part one of "Demon Killer," "The Cloud Abode" a fantasy adventure, plus several reviews and the first appearance of "The Silicon Dungeon."

WHITE WOLF Magazine #14

(Superhero Issue), "Automated Champions" for Champions, "A New Experience" for V&V, "Devil on the Moon" for Enforcers, "The Fate of the Grog" for Ars Magica, "Something's Rotting in Dankmart" a fantasy adventure, "Protecting the Shield" for Rolemaster, part two of "Demon Killer," "Segment Jorune," and new magic items.

WHITE WOLF Magazine #15

(SF Issue), "Let the Dice Decide" for Star Wars RPG, "Life's a Beach" for Expendables, "Cammarata's Irregulars" for High Colonies, "The Turzig Jousts" for Manhunter, "Segment Jorune," "The White Horse" a fantasy adventure, "Demon Killer" part 3, and "Skill Mastery" for Ars Magica.

WHITE WOLF Magazine #16

(PBM Issue), a huge list of PBM games currently on the market plus reviews of several more, "The Cults of Yelm" for Runequest, "The Search for Mabar" a fantasy adventure, "The Houses of Hermes" for Ars Magica, "Demon Killer" part 4, plus "Segment Jorune" and other regular columns.

WHITE WOLF Magazine #17

(Fantasy Issue), "Riches in Plenty" a fantasy adventure, "Mordag's Little Finger" for GURPS, "Night of the Faeries" for Ars Magica, new spells for Warhammer, reviews of 2nd Edition AD&D and Shadowrun, and "Demon Killer" part 5.

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Special Sections coming soon

#19 (January/February)= Alternate Fantasy World issue. *Talisanta*, *Shadow World*, *Overlord*, and more. Featuring a cover by P.D. Breeding Black.

#20 (March/April)= Superhero issue. *DC Heroes*, *Champions*, *V&V* and more.

LEADER OF THE PACK!

CREDITS:

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by Stewart Wieck

Not to reflect poorly on the readers who have already been with us for a good amount of time, but if you picked this copy of WHITE WOLF Magazine up in a Waldenbooks, B. Dalton Bookstore, or other book shop you are the reader for whom we have been waiting over two years. As a first time reader, you are certainly unaware of the history of this magazine, but over time, and several more bi-monthly issues, you will come to know more about our long story.

Our breakthrough into the book chains should be news to our present, loyal readers. Without your support (through subscriptions, purchases in hobby stores, manuscript submissions, and more) we would not have the opportunity to address this potentially huge new readership. Just remember, the more readers we have the better the product we can produce for you.

As information for all our readers, I would like to give you a quick outline of the material you will see in 1990. The most important note is that in July 1990 we will double our

output and publish the magazine on a monthly schedule. Also, we have already planned our special sections for next year.

New readers may be unfamiliar with our special sections, so let me illustrate the point quickly. This issue is our horror issue. It contains material for horror related games like Call of Cthulhu. We also decided that since the cyberpunk genre paints an ugly future it should be included in the horror issue as well. Despite this theme, though, you will note that the magazine still has the essentials which every issue will contain: a fantasy adventure, PBM Corner, The Silicon Dungeon, the rest of the regular columns, etc. So while a special section presents a theme for an issue, the theme by no means runs through every article in the issue (though you will note that the fantasy adventure is centered upon a subject appropriate to a horror issue).

Special sections for 1990: Jan/Feb #19 (Alternate Fantasy Worlds), March/April #20 (superheroes), May/June #21 (science fiction), July #22 (Play by Mail), August (The Best of WHITE WOLF), Sept. #23 (fantasy), Oct. #24 (Halloween), Nov. #25 (reviews), and Dec. #26 (UNDECIDED). Well, most of them are planned already. If you have any ideas for special sections, then let us hear about them.

That comment leads me to the thought of correspondence. The editors of this magazine are very receptive to your thoughts and opinions. Drop us a letter to point out any mistakes you find or just to tell us what you like about the magazine. We love to hear from you and in our role as an independent game magazine we hope to remain on close terms with all our readers.

Beyond all of the news above, I have no other business except a couple announcements.

First, I would like to apologize to Jeff Gomez (formerly of Gateways magazine), Palladium Books, and Saber Graphics for drawing some incorrect conclusions in my RUNES column last issue. Working with a limited amount of information, I suspected that Palladium Books had bought out Gateways magazine and would begin publishing it. I went on to ponder how long it would be before Gateways showed signs of becoming a house organ for Palladium. Well, I was way off target. Jeff Gomez is working for Palladium Books as the Sales Manager (plus he's doing some game design, I believe), but he did not take Gateways with him. Saber Graphics has purchased the magazine and at last word it will remain independent and the next issue will appear in the summer of 1990.

Also, I need to pass along some information from Art Director Richard Thomas. He writes: "To all artists who have submitted work to WW- Due to the tremendous amount of work submitted, many of you haven't had a response from me. I will get back to you, but if you wish to hear from me sooner, please send a short note or postcard with your address and I will get right back to you. Thank you for your patience." You may reach Richard at 320 Lemonte St., Philadelphia, PA 19128.

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To Kill a Dead Man

an adventure for FASA's Shadowrun

by Stephan Wieck

"Hello Yan."

The Japanese man turned to face the voice. He quickly realized that he had been a fool. He was alone in a dark alley, what a trite ending to his life. A man of his connections should know better than to expose himself to such risk. Being in a Yakuza family made many friends and many more enemies.

"Are we all alone tonight?" mocked the voice from the shadows of the alley.

Yan steeled himself for the cough of a silenced pistol and a bullet from the darkness. To die to a Seoulpa enforcer was shameful. But he suddenly realized that the man had not spoken Japanese or Korean, and then a smell like rotting flesh assailed him.

"You still don't recognize me, Yan?" the guttural voice continued. "Let me help you." A tall figure wrapped in an overcoat stepped into the yellow glare cast by the sodium streetlight.

Yan stared into the eyes of sheer depravity. Then the smell overpowered him. He could place the stench now; he had smelled it before only it had been masked by musky colognes. And he recognized the giant figure in front of him. "Gizetti!"

"Yes, you should have given me what I wanted, Yan. Maybe your successor will see things more clearly," Gizetti leaped forward and grabbed Yan's throat with one large hand.

Yan felt himself being lifted off the ground by the hand at his throat. His legs kicked at air and his hands clawed frantically at Gizetti. Yan's flailing fingers raked across Gizetti's cheek and snagged the scarf which covered the large man's lower face. Yan saw the cruel, magically mutated visage beneath the scarf. He screamed until his throat was crushed.

Introduction

"To Kill a Dead Man" is a short adventure for FASA's game Shadowrun. The adventure is ideal for beginning players since the events are very linear and the dangers relatively small. The characters are hired by the mysterious Mr. Gizetti to do a shadowrun against the Waverly Corporation, a corp contracted by the Seattle government for public body disposal and subcontracted through Lone Star to perform autopsies. Gizetti hires the characters to invade the Waverly facilities and destroy the body of Mr. Joseph Yan.

What the players will not know, but should gradually discover, is that Gizetti is actually a ghoul. Gizetti attempted to

purchase a graveyard site from Yan, who worked for Waverly in their body disposal department. Gizetti wanted the graveyard for the "food" supply. When Yan refused to sell the property, Gizetti killed him. However, a Lone Star patrol arrived on the murder scene before Gizetti could dispose of the body.

Now, Gizetti is afraid that the autopsy on Yan's body will yield information revealing that Yan was killed by a ghoul. The ensuing investigation could follow back to Gizetti, blowing his tenuous public disguise and giving him a public execution under the Ghoul Laws. Gizetti needs Yan's body incinerated and all records of it destroyed.

Part of the adventure is left open ended for you, the GM. Joseph Yan was a Kobun in the Seattle Yakuza. You are free to develop the Yakuza involvement in the adventure as you see fit. They suspect a Seoulpa gang of killing Yan, but if evidence turned up proving Gizetti guilty, then Gizetti and anyone working for him would be the target of their vengeance. Nyko Yan, Joseph's sister, is convinced that Gizetti is guilty, and since she cannot convince the Yakuza of this, she has taken it upon herself to kill Gizetti and avenge Joseph.

Adventure

Contact

The characters are contacted individually by Loyd, Gizetti's manservant. Loyd will viddphone the characters and say very little except to arrange a noon meeting with the characters at General Kwan's, a seedy little Chinese restaurant near the waterfront which is ideal for clandestine meetings. The Renraku Arcology looms nearby.

Loyd will arrive a few minutes late, dressed in last year's fashion. He will greet the characters and order some tea. When the tea arrives he will slurp on it and begin talking in a heavy whisper. As he speaks he will frequently pause to loudly slurp more tea, an aggravating habit.

"I will not say much. I am here on behalf of my employer. He wishes to offer you a job. He has some business that you have the resume for. It is a run against a corp. Very little security, very easy job. Pay will be 20,000 nuyen per person, nonnegotiable. Those of you that are interested, I will arrange a meeting for you with my employer. Any questions?"

Loyd will actually answer very few questions concerning the job. If asked about his employer, he will say:

"He is Mr. Gizetti. But you may consider him a Mr. Johnson."

Characters interested in the job will be further instructed. "Meet at 113 Lake Street at 4pm today. You will receive further instructions then."